How to / Trackmania / Modifying internals

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Introduction

You have read about custom car textures, sounds and environmental modifications so far... Trackmania uses the same data formats for the internal user interface, which means that you're actually able to manipulate and edit the default files on your game installation folders as well...

These changes are only on your local harddisk and they will not be transfered to other users.
To make useful changes to these files, you should be familiar with editing textures, converting video files or editing soundfiles.

Always keep backup copies of the local textures/sounds which you want to manipulate.

Example 1: Loadscreen.dds

You can find our example "Loadscreen.dds" in

[GameInstallationFolder]\GameData**Stadium**\Media\Texture\Image\

This is how the *Loadscreen.dds* will display whenever a driving track gets loaded within Trackmania Stadium Environment...
In Trackmania United, there are multiple different *Loadscreen.dds* files,depending on the environment the user plays in.

Since it's annoying and ugly, we want to replace this one..

Loadscreen.dds
1024*1024 large, DXT1 compression...

As you can see, there are black areas above and below the picture,that's because your screen (most probably) has a 4:3 resolution and not an 1:1 resolution like the graphics file. The black edges usually won't be displayed during the game.
If you know how to convert DDS files, you could now start to paint on this one or replace it with your Clan logo or whatever you like...

Or you could just replace it with the oldschool TMN load screen, which we all like so much.

Click Icon to download the Loadscreen.dds.

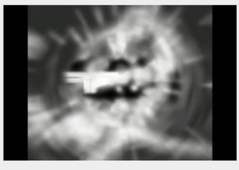
Just load the file and copy it over your existing Loadscreen.dds in the Stadium environment folder.

Enjoy your new loadscreen :-)

Example 2: BgPlanete.bik

You can find the "BgPlanete.bik" in

[GameInstallationFolder]\GameData\MenuForever\Media\Texture\Image\



This is the *BgPlanete.bik* animation.
720*480 resolution, 30 frames per second, greyscale, no alpha plane.

This video appears as a shiny sculpture within the big 3D planet model when you start the Trackmania game. It was converted to greyscale, so it doesn't interfere with the original screen/globe colours.

Basically, you could create any sort of animation/video (even with another resolution and length), convert it and replace the *BgPlanete.bik* with it. Trackmania will automatically scale the video to the required dimensions when using it.

Example 3: Engine sounds

You already know that you can put your own engine sounds into a custom car's zip file, but of course you can alter the default files as well... I personally found the Stadium car's default engine sounds to be pretty annoying in the long term, so we can alter them a bit...

[GameInstallationFolder]\GameData\Vehicles\Media\Audio\Sound\WavData\

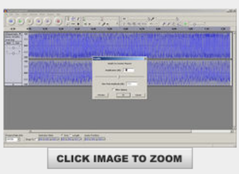
SportCarEngineLow.ogg, **SportCarEngineMid.ogg**, **SportCarEngineFast.ogg** are the default sounds we want to change a bit, make them a little more decent, so they won't chew off your ears anymore.

CLICK IMAGE TO ZOOM

The procedure goes for all 3 files...

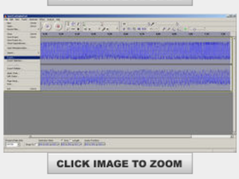
We will just make them a little lower in volume, no other changes... If you wanted,you could apply all sort of filters or effects on the sounds or even replace them with totally custom sounds...

Open the file in Audacity, you will see it on the screen.
Chose Menu/Effect/Amplify



CLICK IMAGE TO ZOOM

Enter "-3" as for the amplification value, press OK... the amplification filter gets applied to the wave form...
It just means that we made the sound a little quieter, so during gameplay, all cars' sounds will be quieter and not as annoying anymore.



CLICK IMAGE TO ZOOM

Then chose Menu/File/Export and save the file into the default directory to replace the default sound file...

Click Icon to download the modified SportCarEngineFast.wav
Click Icon to download the modified SportCarEngineLow.wav
Click Icon to download the modified SportCarEngineMid.wav

You can load the finished files and put them into your folders.

Of course you can alter many other files in your installation folders.. just sneak through them and you might find nice grapics, textures, sounds or whatever you want to modifiy.

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